STAR WARS™

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ZAM WESELL'S AIRSPEEDER

Bounty hunter's getaway craft

Dexter Jettster

The Outlander Club

DeAGOSTINI

LUCAS BOOKS

CONTENTS

2 Legendary Craft
The Koro-2 Exodrive airspeeder: Deadly emissions

4 Action Stations
Hot Pursuit: Bad day on Coruscant

6 Welcome On Board
Zam Wesell: The Clawdite bounty hunter

10 Starship & Vehicle Directory
The XJ-6 airspeeder: Senator Greyshade's illicit racer

12 In Command
Zam Wesell's airspeeder

18 Droids, Aliens & Creatures
Dexter Jettster: More than just a cook

20 In A Galaxy Far, Far Away
The Outlander Club: Faded glories

24 A Revolution In Film
Securing Secura: From comic to screen

26 Movie Magic
Zam's airspeeder: Designed like a car

28 Did You Know?

29 Star Wars A–Z

NEXT ISSUE:
The Gungan sub

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STAR WARS

While bounty hunters tended to use whatever vehicles they 'found', occasionally they made use of their own, personal ride. These inevitably took on something of the personality of their owner. In the case of Zam Wesell, her speeder demonstrated the same callous disregard for those around it as its mistress did.

"YOU COULD LEARN A THING OR TWO ABOUT BEING SUBTLE."

JANGO FETT TO ZAM WESELL

THE KORO-2 EXODRIVE AIRSPEEDER

DEADLY EMISSIONS

On the majority of planets, standard repulsorlift vehicles were sufficient for moving sentients, droids, equipment and all the other necessities of life and commerce. However, there were some worlds that proved too much for all but the toughest vehicles.

Based in the Mid-Rim, and selling its wares principally to mining and planetary survey companies, Desler Gizh Outworld Mobility Corporation carved a small but profitable niche for itself by designing and manufacturing unique repulsorlift vehicles. One of their great successes was the Koro-series airspeeder – particularly the Koro-2 Exodrive, which was designed to overcome a big problem for owners on a minority of worlds.

The key issue for the majority of airspeeders was that their thrusters sucked in air to propel the vehicles forward. While filters could prevent some clogging, there were worlds where airborne particulates were corrosive or particularly fine, or where any number of other environmental issues rendered thrusters inappropriate.

Form and Function

The Koro-2 all-environment Exodrive airspeeder, to give it its full title, was a huge success because it beautifully married form and function. It was sleek, good-looking and fast, as well as being able to operate in hugely hostile environments. It had a sealed two-seater cockpit and carried enough air (and storage space for survival rations) to keep its occupants alive for two weeks. Furthermore, it carried sufficient operational fuel – gas for the irradiation system – to last for five standard years. The speeder had two front prongs and tapered at the back to two thin finials. The design gave the vehicle an aggressive, aerodynamic appearance that was popular with customers, but was born out of practicality.

Repulsorlift motors kept the Koro-2 aloft. Thrust was provided in a more complex way, however, than in other airspeeders. A powerful electromagnetic field was generated between the front prongs of the vehicle. The air drawn in by the electromagnetism was irradiated, ionising it and rendering it hugely conductive. Electrodes on the inner sides of the front prongs then generated strong electric currents in the air between them, creating a magnetised stream that was propelled along to the rear of the speeder, giving it thrust. In short, the air itself drew the speeder forwards.

Unfortunate Features

Desler Gizh Outworld Mobility Corporation advertised the Koro-2 as only being suitable for worlds with low or non-existent organic life. This was because the irradiated air that flowed from the back of the vehicle was relatively dangerous and, particularly in oxygen-rich environments, the vehicle's wake smelled awful. Lastly, the Koro-2 'howled' as it flew. All in all, it was a little antisocial for the average urban environment.

HOT PURSUIT

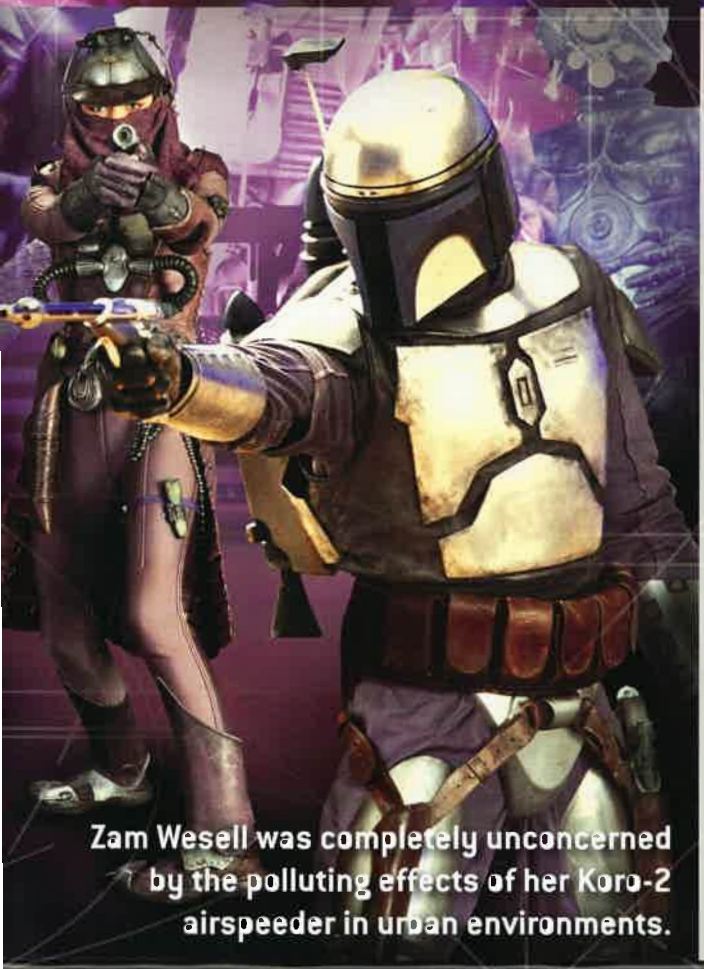
BAD DAY ON CORUSCANT

For most jobs, bounty hunter Zam Wesell would have been content to 'borrow' whatever transport she could find. However, for dealing with a Senator and her Jedi protectors, Wesell knew she needed a vehicle she could fully rely on.

From the time she first stole her Koro-2 speeder years before on one of the many worlds owned and exploited by the Mining Guild, Zam Wesell had modified it to suit her needs better. By the time she was sub-contracted by Jango Fett to kill Senator Amidala of Naboo, Zam's speeder had been modified to make it faster and more dangerous. Oddly, for a bounty hunter's vehicle, this did not extend to having weapons fitted, though there were compartments to house Wesell's projectile rifle and her bespoke ASN-121 assassin droid.

Need for Speed

The most obvious modification to Wesell's Koro-2 (for those who could recognise the comparatively unusual speeder) were the additional power boosters. These increased the speed of the vehicle, though they bulged into the space between the front mandibles. The extra speed was to prove useful but ultimately not enough to allow Zam



Zam Wesell was completely unconcerned by the polluting effects of her Koro-2 airspeeder in urban environments.

to escape when her second attempt on Senator Padmé Amidala's life was thwarted by Anakin Skywalker and his master, Obi-Wan Kenobi.

Escape Attempt

Zam sent a droid to slip poisonous kouhuns into the Senator's room, monitor the assassination, and then return. Wesell was shocked to see the droid returning with Obi-Wan Kenobi hanging underneath it. She shot down the droid and then fled the scene. Anakin Skywalker pursued her, picking up the plummeting Obi-Wan on the way.

Zam used every trick she knew to shake off the Jedi, and thought she'd succeeded. Unfortunately for her, Anakin leapt onto the Koro-2 and, in the ensuing struggle, Zam's own blaster blew out the speeder's controls, causing it to crash in the Uscru Entertainment District. The vehicle, quickly stripped to a shell by the locals, was later recovered by Republic security forces investigating Wesell's attacks on Senator Amidala, but would never fly again.

ZAM WESELL

THE CLAWDITE BOUNTY HUNTER

In Zam Wesell's time, the life of a Clawdite on their homeworld was one of mistrust and persecution. Small wonder then that this rejected, traumatised individual turned to the brutal life of a bounty hunter, gaining the recognition and financial rewards she craved.

The Clawdite species were the result of a genetic experiment by the Zolander people. They were attempting to force the evolution of a version of their own species that possessed a natural protection against the increased radiation from their sun. The Clawdites had that protection, but could also change their physical shape and appearance, so long as they kept the same physical mass. The Zolanders declared them heretics, as their faces were inconstant, and dumped the Clawdites in ghettos. The result was an on-and-off civil war that lasted generations. Having learned all she could from both her own people and the Zolanders, Zam left Zolan disguised as a human businesswoman. She set herself up on Denon, rising very quickly through the ranks of corporate security. She used the funds and contacts to ready herself for her chosen life – that of a bounty hunter. Though she met and had a daughter with another Clawdite on Denon, when the time came to begin her new life as an assassin and hunter, she left with barely a backwards glance.

Facing Fett

The defining moment of Zam Wesell's career occurred on the asteroid prison of Oovo IV. Zam was hunting the smuggler Bendix Fust on behalf of Sebolto, a Dug crime boss. Having subdued Fust in his cell in the prison, Zam started a prison riot to cover her escape. Then she ran into Jango Fett, who was also after Fust. With both their escape plans shot to pieces, the two worked together to get away.

PROFILE

Zam Wesell

Homeworld
Zolan

Species
Clawdite

Gender
Female

Height
1.68m

Affiliation
Herself, Jango Fett

"It was just a job."

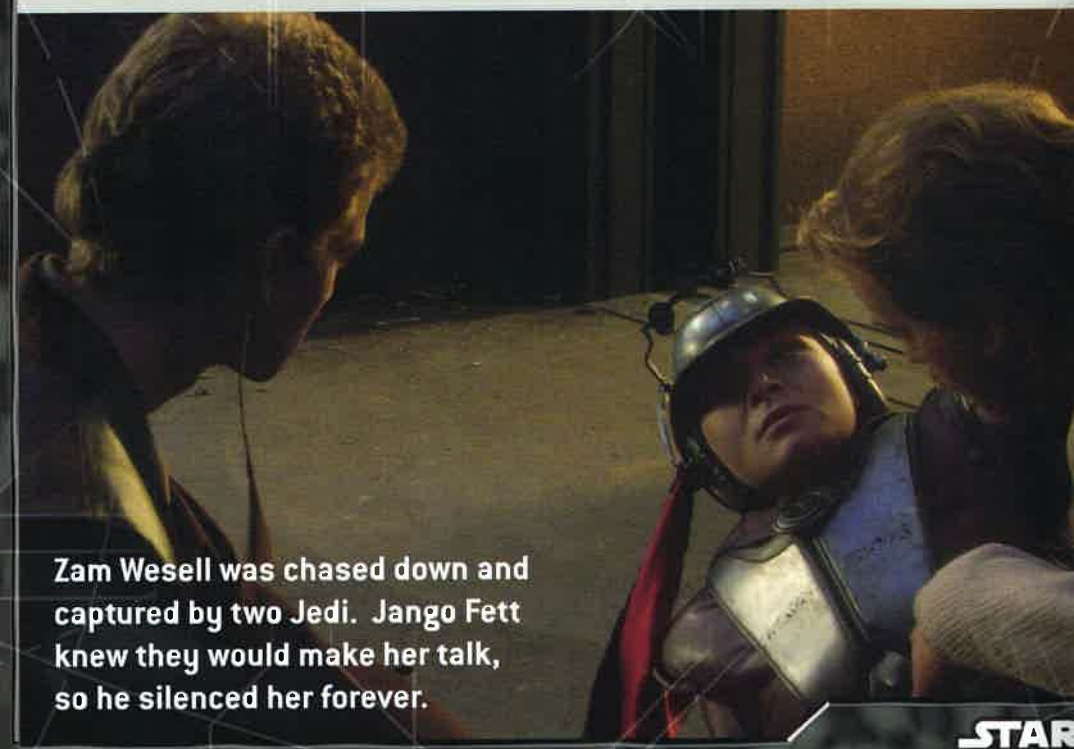
Zam Wesell to Obi-Wan Kenobi

Unlikely Partnership

Zam and Jango agreed to split the bounty, though Wesell would later work with Jango on the larger quest he was engaged in – the destruction of the Bando Gora cult and its leader, Komari Vosa, a bounty who Fett had taken on for Count Dooku. During the escape from Oovo IV, Fett had picked up an experimental starship which he eventually dubbed *Slave I*. During the hunt for Vosa, Wesell piloted *Slave I* on a number of occasions, and also provided back-up, covering fire and an escape option more than once. In Fett's final confrontation with the former Jedi Padawan, Zam was injured, though she was able to help Jango to defeat the cult leader.

Rocky Road

Though they worked together well on the Vosa hunt, the partnership between them wasn't an immediate thing. Things went badly wrong on one occasion when Zam was hired by a Black Sun leader to kill a Hutt, while Fett was hired by the same Hutt to kill the Black Sun leader. Both were successful in their



Zam Wesell was chased down and captured by two Jedi. Jango Fett knew they would make her talk, so he silenced her forever.

Did You Know...?

Zam Wesell's changeling abilities were not thought of until after principal photography on Episode II had begun. The abilities were explored in the comic *Star Wars: Jango Fett*, released before the film opened. Zam was played by actress Leeanna Walsman.

missions, meaning that neither of them was paid. They worked together more profitably on later hunts. As Jango Fett became more involved with the Kaminoans, and with the arrival of his son and heir Boba, Jango began to subcontract jobs to Zam.

The Senator for Naboo

Count Dooku, or Darth Tyranus as Fett knew him, asked Jango to kill Senator Amidala of Naboo. Fett passed the job to Zam Wesell, although he himself was on Coruscant to supervise the assassination. Zam was able to use her Clawdite abilities to disguise herself as a reporter and convince a disgruntled member of the Senator's staff to plant a 'listening device' aboard the ship.

Unfortunately for her, the explosion of the booby-trapped device missed Amidala, who was disguised as one of her handmaidens.

Zam met with Jango to report the reasons for her failure. Tyranus had not been pleased, and Jango passed on the message – there could be no more mistakes. Jango then gave Zam two kouhuns. She placed the poisonous insects into her personal assassin droid and waited for it to return with a report of a kill. Instead, the droid returned with a Jedi hanging from it. The assassination had been foiled, and Jedi Obi-Wan Kenobi and his Padawan Anakin Skywalker pursued Zam, eventually disarming and capturing her. Jango couldn't afford to let her talk, so he killed Zam Wesell by shooting a poisoned dart into her neck.

THE XJ-6 AIRSPEEDER

SENATOR GREYSHADE'S ILLICIT RACER

500 Republica was an address in the Ambassadorial Sector of the Senate District. It was one of the most exclusive residences on Coruscant and, during the Old Republic era, was home to many Senators, business beings and galactic celebrities. Its speeder parks were stuffed with the best in repulsorlift vehicles.

Infamous Senator Simon Greyshade had a lavish apartment complex at 500 Republica. Known for his extravagance and love of expensive exotica, it came as no surprise to anyone when he unveiled his latest acquisition – a heavily modified, bespoke Narglatch AirTech speeder in a violent shade of yellow, with green and orange trim. Not content with the specifications of the original, Greyshade had his own technicians extensively remodel and otherwise tweak the speeder until it became the racing vehicle the Senator coveted.

Keep On Truckin'

One of the most obvious changes made by Greyshade's techs to the XJ-6 were the oversized engines. These came from huge repulsorlift trucks used on Aargau, and the technicians made sure that they were souped-up and tuned to perform far beyond their original specifications. The result was a speeder that could quickly and easily reach 720km/h, while its cold-start generator meant that Greyshade never had to wait for the engines to warm up. The bodywork, an amalgam of unusual alloys and expensive condensed-matter composite, ensured that the vehicle could take the strain of being driven hard and fast. Meanwhile, inertial compensators and low-level tractor units kept Greyshade and his passenger in their seats. An advanced electrostatic system pushed away from the speeder any insects and other small airborne debris that might have spoiled the paintwork, while a potent sound system announced Greyshade's approach.

Simon Greyshade bought a number of speeders for those of his influential friends who shared his hobby of racing illicitly through the streets of Coruscant. Of course, none of those speeders could match his own for speed and garish paintwork.

PROFILE
Modified HJ-6 airspeeder

Type
Bespoke luxury repulsorlift vehicle

Manufacturer
Narglatch AirTech (modified)

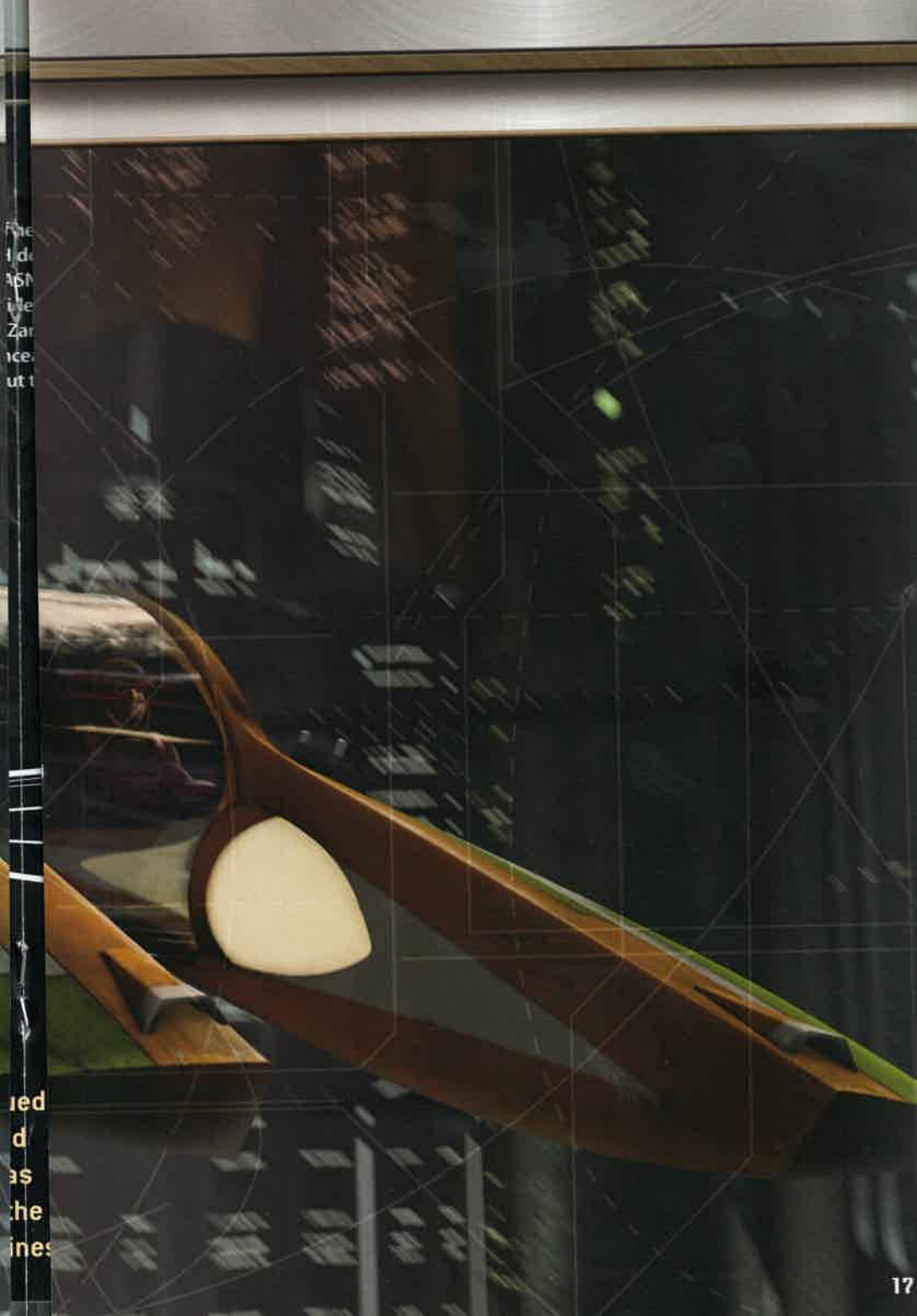
Size
6.23m x 2.66m x 1.4m

Weapons
None

ZAM WESELL'S AIRSPEEDER

FINAL FLIGHT

Clawdite bounty hunter Zam Wesell brought her own airspeeder to Coruscant, knowing that she might well need its speed and agility to escape from the scene of a Senatorial assassination. However, not even her modified Koro-2 was fast enough to allow her to evade determined Jedi Padawan Anakin Skywalker.



ZAM WESELL'S AIRSPEEDER

Type
Repulsorlift all-environment airspeeder

Model
Koro-2 Exodrive airspeeder

Manufacturer
Desler Gizh Outworld Mobility Corporation

Size
6.6m long, 2.1m wide, 0.9m high

Maximum speed
800km/h

Crew
1 x pilot, 1 x passenger

Cargo capacity
80kg

Vertical interr
radiation shie

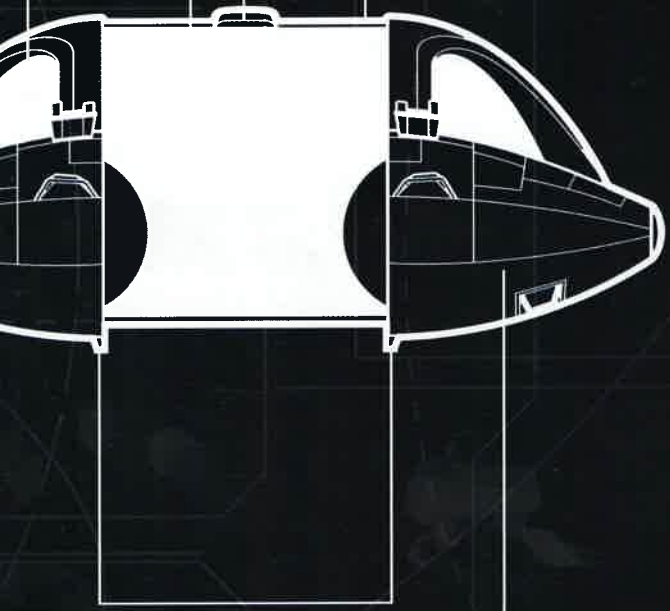
Forward scanner
ranging device

al
d

Canopy

Air intake

Main controls
(in cockpit)



Power generators

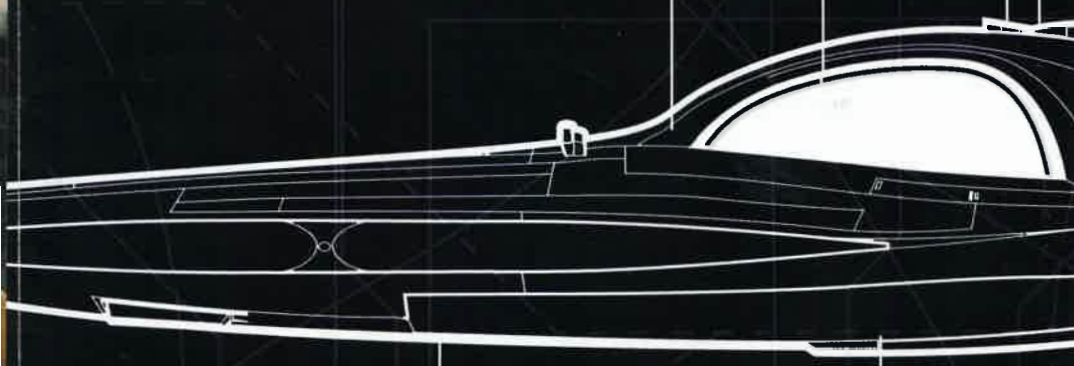
Forward scanner
ranging device

Custom modifications

As well as adding to the power of
made two other modifications. H
seat was a compartment for her A
Droid. Additionally, in the port-si
narrow compartment concealed Z
Wesell had intended to add a conc
similar weapon to her speeder, but
life distracted her.

**The wickedly
forked green-hue
dragster emitted
a chilling howl as
it tore through th
Coruscant skylin**

ier speeder's engines, Zam
dden beside the passenger
SN-121 Assassin/Sentry
e front mandible, a long,
Zam's projectile sniper rifle.
cealed blaster cannon or
t the contract on Amidala's



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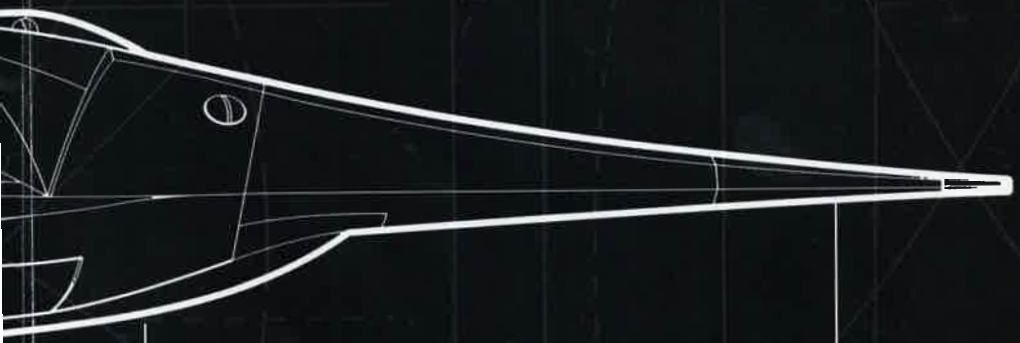


Maintenance access

Radiators

DEXTER JETTSTER

MORE THAN JUST A COOK

A wise Jedi cultivated many contacts outside the confines of the Order and the Temple. Obi-Wan Kenobi knew a few beings whom he could trust to be discreet, while providing information and perspective that he would never find through normal channels.

Obi-Wan was still a Padawan to Qui-Gon Jinn when he first met the Besalisk bar owner Dexter Jettster in an alley on the mining world of Ord Sigatt in the Outer Rim. Despite the fact that Dex was using the bar as a front for a gun-running operation, he and Obi Wan hit it off and formed an unlikely friendship

Dex the Chef

Years later, after a weapons business on Outland Station went bad, Dex sold up and used the funds to head for Coruscant. A real food fanatic, Jettster had always had the dream of opening a restaurant on Coruscant, and once he had arrived the Galactic capital world, he was contacted by Obi-Wan's master, Qui-Gon Jinn. The Jedi was able to introduce Jettster to a human called Didi, who was looking to sell his diner business in the CoCo Town district. Within a very short space of time, Dexter's Diner was born. Dex remodelled the diner in the Med'soto style, and soon established it as a firm favourite amongst locals in CoCo Town.

Jedi Informant

Although he'd left his old life behind, Dex kept in touch with a few of his previous contacts. He also kept an ear to the ground for local gossip, allowing him to avoid or quickly deal with trouble from many of the local criminals and gangs. As a result, Dex helped out Obi-Wan on a few more occasions, including the time when Kenobi was investigating the death of Zam Wesell. The wily old Besalisk was able to identify the Kaminoan sabre dart that had killed the Clawdite bounty hunter. This set Obi-Wan on the path to Kamino and led to the discovery of the clone army being prepared there in secret. The Clone Wars broke out not long after.

Erased individual

During the Clone Wars, Dex was able to pass on to Obi-Wan information about General Grievous' impending attack on Bothawui, and helped Quinlan Vos track down Anzati assassin Saljé Tasha. During the Imperial Era, Dex became one of the Erased – individuals who erased all record of their existence to better hide from the Empire in the Coruscant undercity.

PROFILE

Dexter 'Dex' Jettster

Species
Besalisk

Gender
Male

Height
1.98m

Weapons
4 x big, meaty fists

Affiliation
Dexter's Diner

THE OUTLANDER CLUB

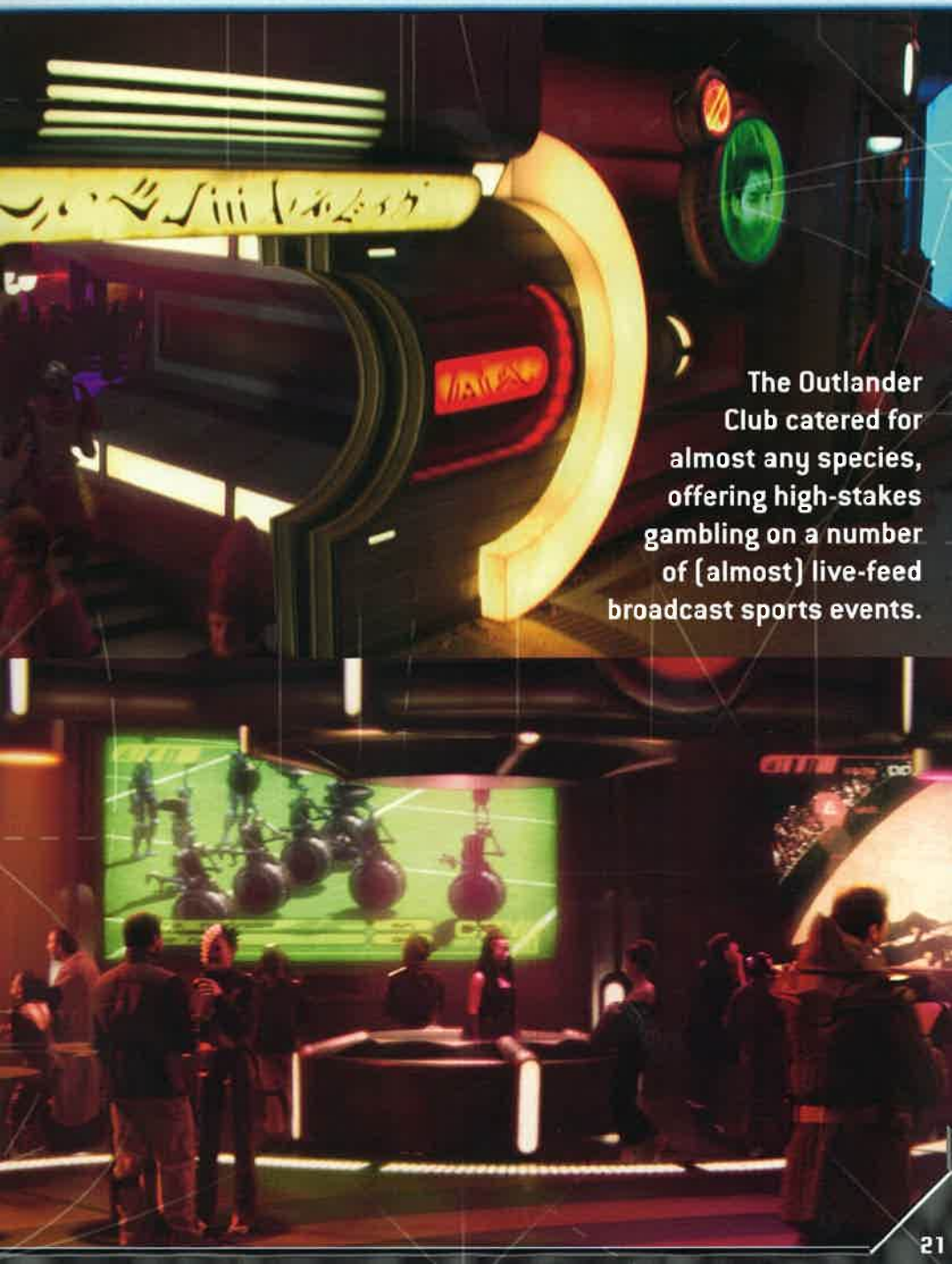
FADED GLORIES

From the top of the Galactic Senate to the lowest underworld deathstick dealer, Coruscant's entertainment districts promised something for all. A venue's popularity could wax and wane very quickly. By the closing years of the Old Republic, the Outlander Club had seen better days.

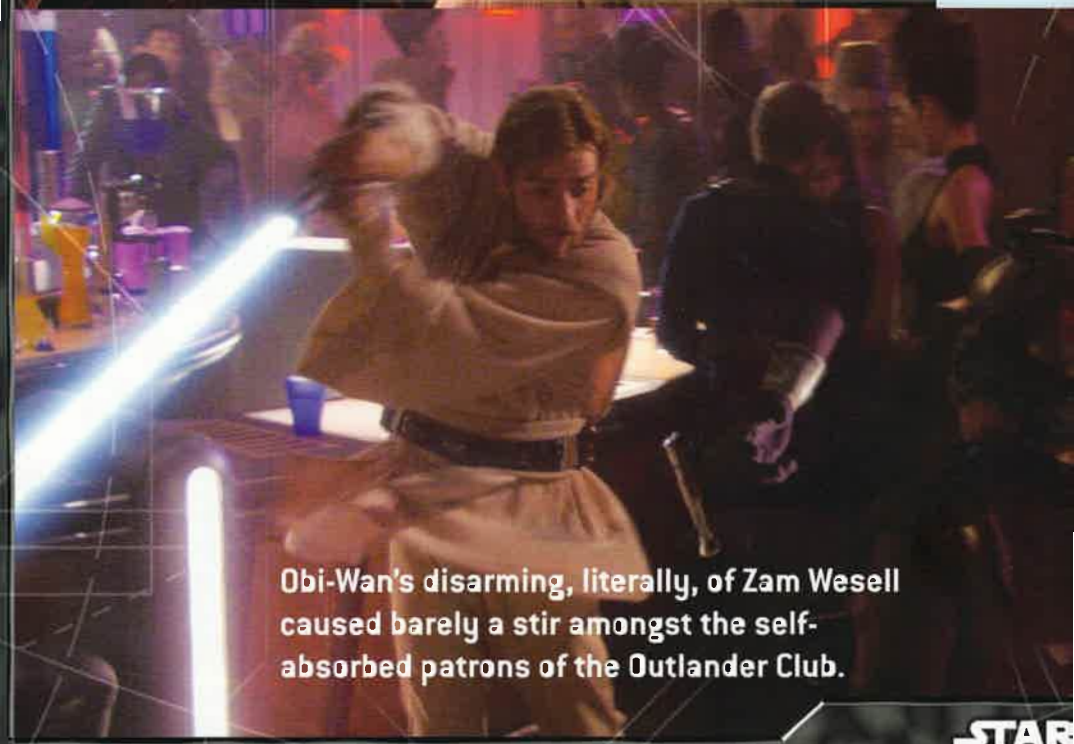
The Outlander Club could be found on Vos Gesal Street, near to where it crossed Daring Way, in the northern sector of the Uscru Entertainment District on Coruscant. Uscru was home to a dizzying mixture of venues. Its outer edge brushed the Senate District, and it was host to the Galaxies Opera House (favoured by Supreme Chancellor Palpatine himself) and the Revwien Comedy Academy Playhouse. Those institutions reached up to the sky. Down in the darkening depths, at the very edge of the Underworld of the city-planet, was Vos Gesal Street. Though less salubrious, the impossibly varied clientele of the innumerable venues included many of those eager to be seen rubbing shoulders with the great and the good at the Galaxies Opera. Vos Gesal Street provided more illicit, visceral thrills.

Shady Reputation

The point where Vos Gesal Street and Daring Way crossed was one of the crime hot-spots on Coruscant. Frankly, it was part of the attraction for many visiting the area. It also meant that entertainment venues that fell from prominence quickly (or, at least, more openly) became home to increasingly shady characters. This fall from grace was beautifully illustrated by the Outlander Club. For a while after it opened, it was a small but exclusive party venue for the wild-child Coruscant glitterati. Inevitably, that fickle clientele moved on, and the club was quickly sold to the notorious Baath brothers – dangerous humans with extensive criminal underworld connections. The Outlander Club expanded, but its reputation darkened accordingly. Its public face as a legal gambling and entertainment spot barely concealed its seedier side.



The Outlander Club catered for almost any species, offering high-stakes gambling on a number of (almost) live-feed broadcast sports events.



Obi-Wan's disarming, literally, of Zam Wesell caused barely a stir amongst the self-absorbed patrons of the Outlander Club.

Harsh Justice

While the Outlander Club might have maintained an outward air of exciting borderline legality, under the Baath brothers the club was to degenerate steadily. The public spaces became the haunt of con men, petty thieves, deathstick dealers and addicts. The Baath brothers didn't care, so long as any independent working the club gave them their cut. Those that didn't could find themselves fighting for their lives in the basement arena, while their former associates placed bets on their survival.

Welcoming, after a fashion

Upon leaving Vos Gesal Street, a patron of the Outlander Club came in from the main entrance (past the holo advertising and the glowing 'open arms' logo bracketing the entrance), and arrived on the hospitality level. Here was the main bar, which, at around the time Obi-Wan and Anakin chased the fugitive bounty hunter Zam Wesell into the club, was run by Bufon Taire. Human, with dark skin and a badly scarred face, Taire had been brought in by the Baath brothers when they took over. Though he colour-coded his ingredients – to indicate species'-toxicity better, and avoid killing customers unnecessarily – Taire also watered down the drinks with cheaper, tasteless liquids to maximise profits. His assistant, a second human male, was known for being fired from a number of more reputable establishments.

Private Invitation

Two floors up was a gambling area, though the bar and floor below had smaller side games, and screens of sports that could be bet on. These 'live' feeds were delayed just long enough for automated systems to massage the odds in the Baath brothers' favour. There were sleeping quarters for dedicated gamblers on long sessions, and private suites for high-stakes games and clandestine meetings. In basement levels, live fights, arena matches and feeds of illegal 'sports' were available for more brutal tastes. Facilities were on hand to dispose of any… waste products that might arise, including those who might welch on more substantial debts.

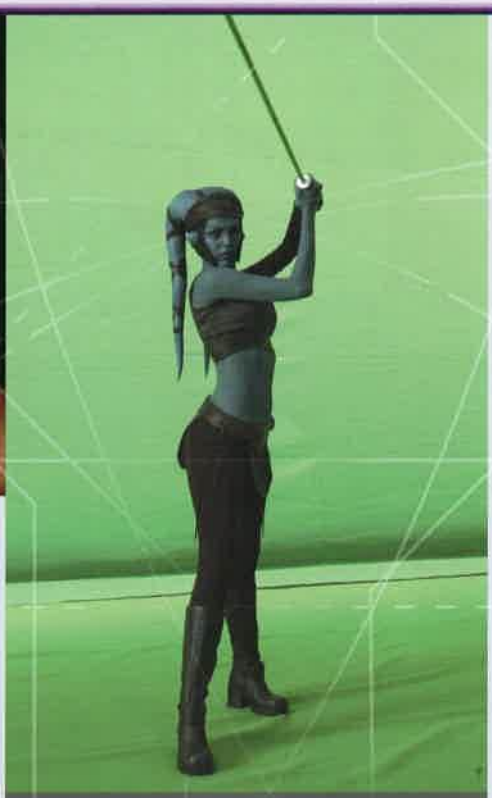
SECURING SECURA

FROM COMIC TO SCREEN

After seeing artist Jon Foster's original cover art for issue #33 of the ongoing *Star Wars* series, Writer/Director George Lucas recognised star potential. Aayla Secura, a blue-skinned Padawan, embodied Jedi strength and Twi'lek femininity in an eye-catching combination of beauty and power.

Episode II was well into post-production when the decision to add Aayla was made, so the casting and costuming of this particular Jedi happened mostly at ILM. Stepping into Aayla's droid-kicking boots was Amy Allen, a Production Assistant working at ILM. It was a fortuitous delay in an unrelated film that saw her entrance into Episode II. "I got to do a lot of hands-on work and really get involved with all the shows that were going on at the time," recounts Allen. "I was on *Gangs of New York* for quite a long time and then it went on hiatus because the movie release date was postponed. That's how I ended up working on a stage unit for *Star Wars*."

Though her work was primarily behind the scenes, her role as Aayla was actually not the first blue Twi'lek Allen performed. "I had been a Twi'lek for the Episode I DVD," she says. For the DVD release of *The Phantom Menace*, Twi'lek Senator Orn Free Taa's Senate pod, formerly filled with humans, was instead populated with Twi'leks. "George [Lucas] decided, last minute, to replace that shot. So, I was actually a blue Twi'lek probably two months after I started at ILM. I was interested in being in front of the



From page to screen

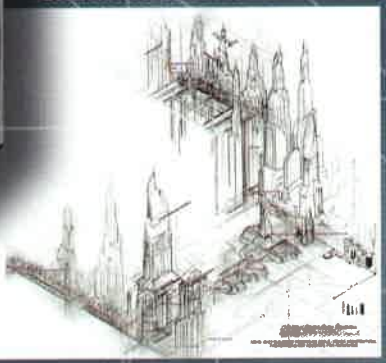
When George Lucas requested the inclusion of Aayla Secura in Episode II, it fell to Costume Supervisor Gillian Libbert to determine how best to turn pencil and ink into flesh and blood. "This is a comic book character, which doesn't have a realistic proportion to the human body," says Libbert. "Getting the character to look like what George wanted was our primary goal."

camera, but it's nothing that I actively pursued," she admits. "But when an opportunity arises, one must take it!" Little did she expect what was to come. The hot lights and tight schedule kept Allen active for four days of green-screen shooting in costume as Aayla Secura. Under the direction of George Lucas and John Knoll, she combated imaginary droid and alien villains, led non-existent clone troopers into the thick of a pretend battle, and wandered the corridors of an unseen Jedi Temple. Since Allen also worked at ILM during the thick of post-production, she didn't have to wait long to discover her recurring cameos in Episode II. "I kept hearing about it after dailies because everyone would make fun of me," she laughs. "They would send me an e-mail and say,' Oh my God, we saw you again, we saw you again.' It started becoming a joke amongst a lot of friends here, which is good because you become close with people when you work with them so much."

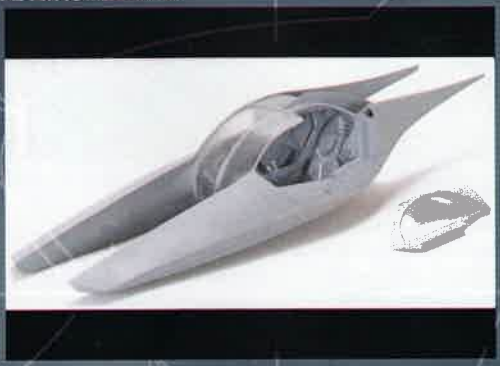
ZAM'S AIRSPEEDER

DESIGNED LIKE A CAR

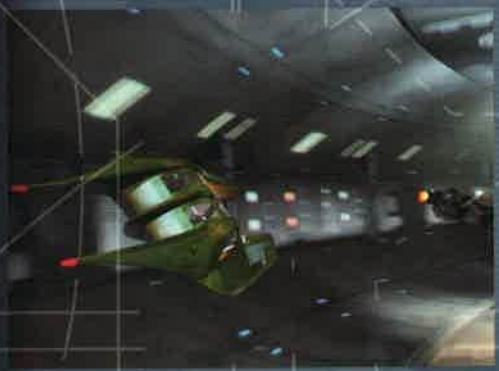
CREATING THE KORO-2 EXODRIVE AIRSPEEDER



1 A planning schematic showing the speeder pursuit through the Coruscant skyline. This was used as a guide to both the action and the angles from which the speeder would be seen.



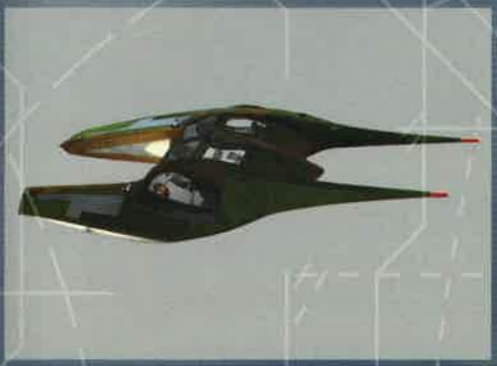
2 Jay Shuster contributed to the design of Zam's speeder, insisting on the design rule of using no more than three to five character lines in sketching the core shape – a rule used in automobile design.



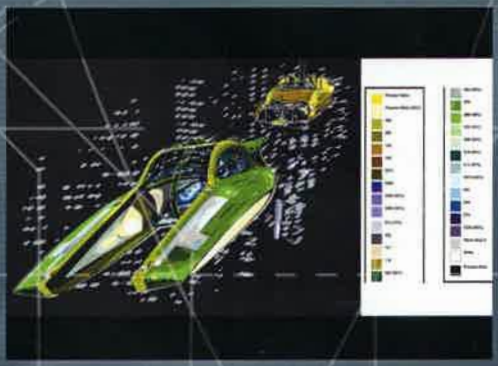
5 The digital model of Zam's speeder as it appeared in one of the high-speed action sequence seen in long shot during the chase.

6 A full-sized model of the vehicle was made for live action filming, and was mounted on a hydraulic rig to allow it to be moved in all directions.

Zam Wesell's speeder was dubbed the Woody Woodpecker ship, as its lines resembled the slicked-back feathers and pointed profile of the iconic cartoon character. However, the basic look came from automobile design rules familiar to many of the concept artists at ILM.



3 Once the simple design was agreed, it was worked-up from the plain maquette (as shown in picture 2) to the fully realised and coloured digital model that you see here.



4 For the planned chase that would involve both speeders wheeling and turning at high speed, the choice of strong colours was essential to differentiate them clearly from each other.

7 A similar design process had to be followed in order to create the bright yellow racing speeder that Anakin borrows.

8 For distance shots and scenes of particularly fast movements, a digital version was created, complete with CGI occupants.

1 What two strategies did Zam Wesell employ as she attempted to fulfil her contract and assassinate Senator Amidala?

2 Whose airspeeder did Anakin borrow, and why did he pick that one?

3 What unique property did Zam's armour have to accommodate her shape shifting?

ANSWERS:

1. Firstly, Wesell planted a bomb in the Senator's ship by posing as a reporter and getting a drunken tech to install a 'listening device' to expose corruption. When that failed, Wesell sent her assassin droid to place poisonous insects in the Senator's bedroom.

2. Anakin borrowed Senator Simon Greyshade's speeder because it had the speed to catch the falling Obi-Wan, the open cockpit to let him land safely and, he joked, because it was the right 'gonzo' colour.

3. Zam's bodysuit was lined with elasticated bands of material that maintained the body-hugging properties of the suit as Wesell's form changed.

W

WA-7

Droid
Episode II

Built by GoCorp/Utilitech, WA-7 was a service droid nicknamed FLO, who worked as a waitress for Dexter Jettster in his CoCo Town diner. Her built-in transmitter allowed her to send orders to the kitchens as she whizzed about the diner on her single wheel, kept upright by paired repulsor stabilisers. FLO had a 'friendly' rivalry with Dex's human waitress, Hermione Bagwa.

Wampa

Creature
Episode V

Wampa were the primary carnivore on the ice planet of Hoth. Reptomammals, they grew some 2.5m tall. They displayed basic intelligence and hunted in organised groups from time to time. Thick hides and a unique physiology evolved to deal with the freezing temperatures on their homeworld meant that they didn't show up on all but the most focused life form scans. Wampa subspecies were found on planets other than Hoth, though scientists are at a loss to explain how or why these dangerous beasts were transplanted there.

Wandrella

Creature
Expanded Universe

Wandrella were a native species from Mimban. Averaging 10-15m long, these huge worms were near-sentient but lacked any native cunning. As one of the largest hunters in their environment, they relied on their speed and weight to overcome their prey. Omnivores, their powerful, jet-black teeth could crush armour-plated vehicles, while their thick, skins and a nervous system with no central brain made them hard to hurt.

WED Treadwell

Droid
Episodes
II, IV, V, VI

The WED Treadwell series was produced by Cybot Galactica. Designed as versatile repair droids, they had between four and eight manipulator arms on a wide, tread-driven base. Projecting up from the middle was a telescopic stalk on which the droid's stereoscopic photoreceptors were mounted. While versatile, the droids were rather delicate and prone to damage and breakdown.

We, Taun

Character
Episode II

A female Kaminoan who was the administrative aide to Lama Su, Prime Minister of Kamino shortly before the outbreak of the Clone Wars, Taun We was Project Coordinator for the creation of the clone army for the Old Republic. It was she who greeted Obi-Wan Kenobi when he came to the 'lost' planet after tracing the poisoned dart used to silence Zam Wesell. Taun We was a surrogate mother to the young Boba Fett, and worked with him after the death of his father, Jango. She survived right through to the Second Galactic Civil War, many decades after the Clone Wars.

IN THIS ISSUE

WITH ISSUE 57:
ZAM WESELL'S AIRSPEEDER

IN YOUR NEXT ISSUE

WITH ISSUE 58:
GUNGAN SUB

57